

WARFLEETS: FTL – FACTIONS BOOK v1.5

Introduction

Warfleets: FTL is a miniature wargame of epic spaceship battles in a distant galaxy at war.

The game mechanics are designed to be easy to learn but hard to master, bringing engaging spaceship battles for new and experienced players alike.

This book contains all of the factions of the game, and players may pick a faction to take special models and upgrades in addition to those found in the core rules.

About OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on patreon.com/onepagerules.

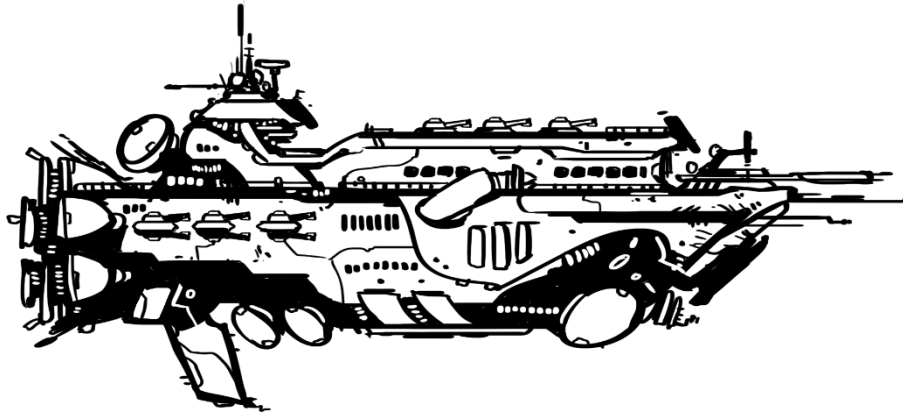
Thank you for playing!

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EMPIRE



Background Story

The Empire is the most powerful human race in the galaxy, with impressive fleets of technologically advanced ships. Thanks to a strong economy and millennia of military experience, the Empire has managed to spread even to the furthest frontiers of the galaxy, claiming new regions at an astounding pace.

Mighty battle ships armed to the teeth are the backbone of these Empire fleets, with formations of smaller ships providing cover to ensure they can get the job done. Equipped with flux reactors, they are able to overcharge their systems in order to achieve incredible feats, even if at the cost of interior damage.

Before the civil war started, the seemingly peaceful Empire was seen as a great example of what a species could achieve through unity, and was revered by other species in the galaxy. Little did they know that under the veneer of "civilized" and "just" politics, ruthless tyrants were quietly executing all their competition.

Now that their cover was blown the Empire is on a mission to crush all opposition, and they're not afraid to take innocent lives if that's what needs to be done.

Legendary Fleets

- **The Golden Shield** - Only the most renowned of admirals get the honor of serving as part of the Golden Shield, which serves as the private escort of the empire's high leaders and diplomats.
- **The Pride of Tyria** - During the great frontier wars, an empire fleet stranded behind enemy lines had to fight off the enemy whilst outnumbered 10 to 1. Those brave survivors became known as the Pride of Tyria.
- **The Penal Fleet** - Those that defy the rule of the empire are given the choice of life in prison, or to serve as part of the Penal Fleet. These poor souls are pushed to their limits, making for a formidable battle force.

EMPIRE

Ships & Squadrons

Destroyer Heavy Ship - 100pts

- **Speed:** Move 4" / Cruise 6"
- **Turret:** Ran 24" / Att 2 / Str 2
- **Defense:** Eva 2+ / Tou 2+
- **Upgrades:** 5

Gladiator Medium Ship - 70pts

- **Speed:** Move 6" / Cruise 9"
- **Turret:** Ran 24" / Att 2 / Str 1
- **Defense:** Eva 3+ / Tou 3+
- **Upgrades:** 3

Raider Light Ship - 40pts

- **Speed:** Move 10" / Cruise 15"
- **Turret:** Ran 6" / Att 3 / Str 0
- **Defense:** Eva 4+ / Tou 4+
- **Upgrades:** 2

Slave Squadron - 10pts

- **Speed:** Move 10" / Cruise 15"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 5+ / Tou 5+
- **Special:** Rogue

Tempest Squadron - 10pts

- **Speed:** Move 10" / Cruise 15"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 5+ / Tou 5+
- **Special:** Escort, Fragile

Heroes

Engineering Expert (15pts): When you would damage enemy ships you may chose not to deal damage, and instead the enemy must pick one upgrade, which can't be used until the end of the game.

Supply Strategist (10pts): After all ships have been deployed this ship may be removed and deployed again.

Titles

Unity (10pts): May shoot before moving.

Suppressor (5pts): Turret gets +1 to hit and +1 strength when targeting enemies that were already hit this round.

Upgrades

Control Center: Friendly squadrons within 6" may move even if engaged.

Hazardous Ammo: When firing its turret may choose to take 1 damage in order to get +1 to hit and +1 strength.

Munitions Resupply: Friendly squadrons within 4" may shoot twice if they use hold actions.

Overcharged Rudders: May choose to take 1 damage to pivot once by up to 90° at any point when using move actions.

Weapons

Proximity Guns: Ran 4" / Att 2 / Str 0
Counts as having the Anti-Squadron rule, and may be fired once at every squadron that is in range.

Ion Cannon: Ran 18" / Att 2 / Str 1

Particle Cannon: Ran 12" / Att 3 / Str 0
Counts as having the Deadly rule when targeting enemies in their front facing.

Special Rules

Escort: Enemy squadrons in range and line of sight of squadrons with Escort may only target squadrons with Escort.

Legendary Fleets

When creating a fleet you may optionally choose one of the legendary fleets below, which apply special rules to all models.

The Golden Shield

- **Pros:** The first time each round that a friendly ship would take 2 or more damage, it only takes 1 damage.
- **Cons:** Enemies get +1 strength and +1 to hit when targeting friendly ships that used this rule until the end of the round.

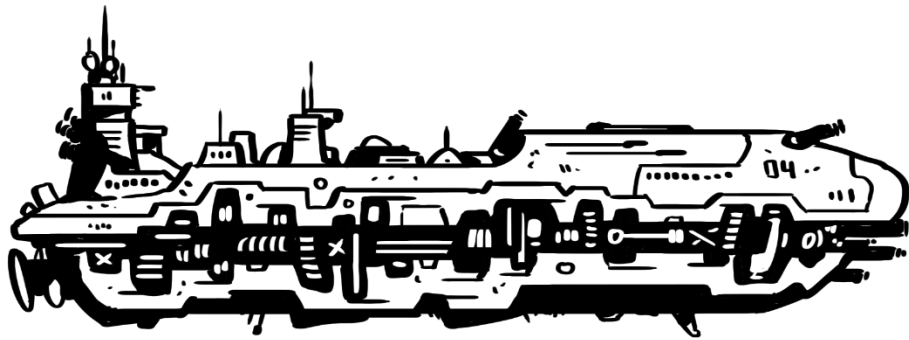
The Pride of Tyria

- **Pros:** The first time each round that an enemy ship moves in line of sight of a friendly ship that is in range of its turret, it must react by shooting at it with its turret and gets -1 to hit.
- **Cons:** Friendly ships that use this rule take 1 damage after shooting.

The Penal Fleet

- **Pros:** The first time each round that a friendly ship is activated it must take 2 actions instead of only 1.
- **Cons:** Friendly ships that use this rule take 2 damage after activating.

ALLIANCE



Background Story

The Alliance is made up of militia forces that opposes the ways of the corrupt Empire, and have taken up arms to get rid of their oppressors once and for all. These resistance fighters come from all species and corners of the galaxy, and thus have the most diverse fleet of any other faction.

Most ships used by the Alliance are re-purposed civilian ships, such as freighters and private transports, but sometimes also captured military or law enforcement ships. In order to be able to go toe-to-toe with conventional forces, their ships are armed with long-range weaponry, trying to take out the enemy before they get too close, or giving them a chance to escape.

Once the tyrannical leaders of the Empire had been exposed, it didn't take long for regular civilians all across the galaxy to rise up and form their own army among the confusion. It seems that all it took to unify the different species of the galaxy was to have a common enemy to hate, as awful as that sounds.

The civil war is now in full force, and the Alliance is not about to give up on its dreams of freedom, so vive la resistance!

Legendary Fleets

- **Hope Remains** - One of the largest and most renown fleets of the alliance, Hope Remains has been fighting off the empire since the beginning of the civil war, and has liberated countless worlds already.
- **Atov's Veterans** - When retired admiral Atov Urzuf found war knocking at his door again, he scrambled his remaining friends together and dusted off his old ship, ready to push the enemy back once more.
- **Rangers of Moazu** - The Rangers of Moazu come from one of the most dangerous sectors of the frontier where pirate raids are a daily threat, and so they sport some of the best warriors in the whole galaxy.

ALLIANCE

Ships & Squadrons

Eagle Heavy Ship - 80pts

- **Speed:** Move 4" / Cruise 6"
- **Turret:** Ran 30" / Att 2 / Str 3
- **Defense:** Eva 2+ / Tou 2+
- **Upgrades:** 4
- **Special:** Fragile

Harrier Medium Ship - 60pts

- **Speed:** Move 6" / Cruise 9"
- **Turret:** Ran 24" / Att 2 / Str 1
- **Defense:** Eva 3+ / Tou 3+
- **Upgrades:** 3
- **Special:** Fragile

Kite Light Ship - 40pts

- **Speed:** Move 8" / Cruise 12"
- **Turret:** Ran 18" / Att 2 / Str 0
- **Defense:** Eva 4+ / Tou 4+
- **Upgrades:** 2
- **Special:** Fragile

Falcon Squadron - 10pts

- **Speed:** Move 10" / Cruise 15"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 4+ / Tou 5+
- **Special:** Defender, Rogue

Hawk Squadron - 10pts

- **Speed:** Move 10" / Cruise 15"
- **Turret:** Ran 6" / Att 2 / Str 0
- **Defense:** Eva 5+ / Tou 5+
- **Special:** Fragile

Heroes

Master Spotter (15pts): When activated pick one enemy model within 24". All friendly units get +1 to hit against it until this ship's next activation.

Lone Hunter (10pts): Turret gets +1 to hit and +1 strength as long as no friendly ships are within 6".

Titles

Paragon (10pts): Enemies don't hit on 2+ against this ship when using hold actions.

Sunder (5pts): May ignore cover when shooting at enemy ships.

Upgrades

Advanced Precision Rig: Turret gets the Deadly rule when shooting at targets that are 18" or further away.

EMP Blaster: Enemy squadrons within 4" count as being engaged.

Point Defence System: After being shot at by enemy squadrons may shoot back with 3 attacks and strength 0.

Targeting Array: Turret gets +1 to hit and +1 strength when shooting at targets that are 12" or further away.

Weapons

Rapid-Fire Gun: Ran 6" / Att 6 / Str 0
Counts as having the Anti-Squadron and Relentless rules.

Flechette Cannon: Ran 24" / Att 1 / Str 0
Counts as having the Blast rule.

Turbo Laser: Ran 30" / Att 1 / Str 1

Special Rules

Defender: Enemy squadrons within 4" count as engaged.

Legendary Fleets

When creating a fleet you may optionally choose one of the legendary fleets below, which apply special rules to all models.

Hope Remains

- **Pros:** Friendly ships add +3" to the range of their weapons.
- **Cons:** Enemies get +1 to hit when targeting friendly ships.

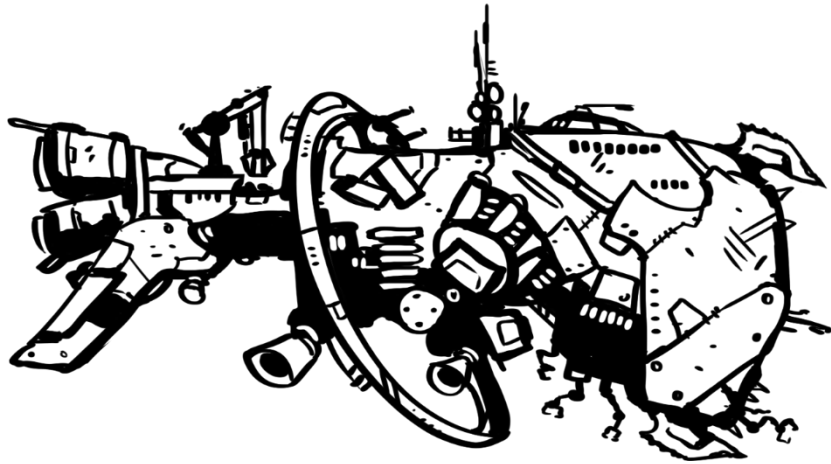
Atov's Veterans

- **Pros:** Friendly ships get +1 to hit when shooting at targets that are 12" or further away.
- **Cons:** Enemies get +1 strength when shooting at friendly ships that are 12" or closer.

Rangers of Moazu

- **Pros:** Friendly ships get +2 to hit when targeting enemy squadrons.
- **Cons:** Enemy squadrons always deal +1 damage when targeting ships.

MARAUDERS



Background Story

The Marauders are bands of pirates, junkers and outcasts that roam the galaxy constantly looking for the next fleet that they can loot. Despite flying odd-looking ships made up of stolen parts, they are feared across by all factions because of their reckless and brutal strategies, that seldom leave anyone alive.

In order to compensate for the lack of advanced technology, their scrap-made ships are built in the shape of battering rams, ready to shatter the enemy through direct impact. Once they have gotten into their face, they relentlessly unload all their munitions into the enemy at short-range, making for an extremely effective combo.

Despite Marauder ships usually acting on their own and being generally unpleasant to cooperate with, in times of need they are surprisingly quick to get together and form dangerous fleets that can take on even the most technologically superior enemies.

If you see a Marauder ship in the distance you better start flying in the opposite direction, because they don't take hostages!

Legendary Fleets

- **Iron Behemoths** - The Iron Behemoths are the true embodiment of the saying "bigger is better", flying the biggest ships of all marauder fleets, featuring some of the most impressive custom rigs ever seen.
- **Crimson Vortex** - The Crimson Vortex have a very interesting approach to warfare, loading their ships with tons of explosives and charging head first into enemies, hoping to destroy them when they inevitably blow up.
- **Morka's Mob** - Perhaps the most clever of all marauder fleets are Morka's Mob, who attack empire ships to sell parts to the alliance, whilst also wrecking alliance ships on the way out to sell parts to the empire.

MARAUDERS

Ships & Squadrons

Killer Heavy Ship - 70pts

- **Speed:** Move 4" / Cruise 6"
- **Turret:** Ran 18" / Att 2 / Str 2
- **Defense:** Eva 2+ / Tou 3+
- **Upgrades:** 4
- **Special:** Battering Ram

Crusher Medium Ship - 50pts

- **Speed:** Move 6" / Cruise 9"
- **Turret:** Ran 12" / Att 2 / Str 1
- **Defense:** Eva 3+ / Tou 4+
- **Upgrades:** 3
- **Special:** Battering Ram

Chopper Light Ship - 30pts

- **Speed:** Move 8" / Cruise 12"
- **Turret:** Ran 6" / Att 2 / Str 0
- **Defense:** Eva 4+ / Tou 5+
- **Upgrades:** 2
- **Special:** Battering Ram

Turbo Squadron - 10pts

- **Speed:** Move 12" / Cruise 18"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 5+ / Tou 6+

Suicide Squadron - 10pts

- **Speed:** Move 10" / Cruise 15"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 5+ / Tou 5+
- **Special:** Suicide Run, Fragile

Heroes

Tyrant Boss (15pts): Friendly squadrons within 4" that would be destroyed are only destroyed after their next activation.

Speed Freak (10pts): When using cruise actions enemies get -1 to hit against this ship until its next activation.

Titles

Ravager (10pts): May pivot twice when using cruise or ram actions.

Impetuous (5pts): Ignores difficult and dangerous terrain.

Upgrades

Bomber Command: Friendly squadrons within 6" get +1 strength when targeting enemy ships.

Charged Munitions: Turret gets the Deadly rule when shooting at targets that are 6" or closer to it.

Gunnery Crew: Turret gets +1 to hit and +1 strength when shooting at targets that are 12" or closer to it.

Rapid Launch Bays: Friendly squadrons within 4" get +2" on move and +3" on cruise actions.

Weapons

Mega Cannon: Ran 6" / Att 2 / Str 4
Counts as having the Deadly and Overheating rules.

Ripper Array: Ran 6" / Att 3 / Str 1
Counts as having the Broadside rule.

Ship-Buster Gun: Ran 6" / Att 1 / Str 3
Counts as having the Deadly and the Anti-Ship rules.

Special Rules

Battering Ram: Counts as having +1 max. upgrades for the purpose of ramming.

Suicide Run: May use ram actions (counts as having 0 upgrades), but is immediately destroyed when doing so.

Legendary Fleets

When creating a fleet you may optionally choose one of the legendary fleets below, which apply special rules to all models.

Iron Behemoths

- **Pros:** Friendly ships using ram actions push targets by +D6".
- **Cons:** Friendly ships get -2" on move and -3" on cruise/ram actions.

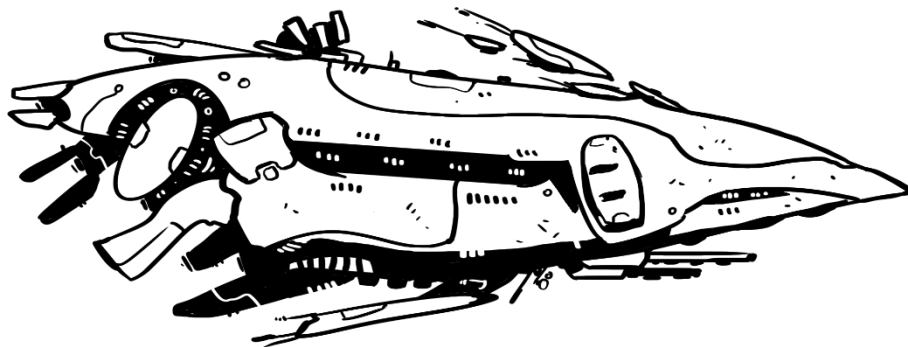
Crimson Vortex

- **Pros:** Whenever a friendly ship is destroyed, all models within 4" immediately take 2 damage.
- **Cons:** Friendly ships count as having the Fragile rule.

Morka's Mob

- **Pros:** When preparing your fleet you may take +1 squadron per ship.
- **Cons:** Friendly squadrons count as having the Fragile rule.

NOMADS



Background Story

The Nomads are a secluded alien species that roams the galaxy without a clear origin, but instead calling their massive capital ships their home. They are extremely advanced, to the point that most of their technology is incomprehensible to any other species, giving them a big advantage in battle.

Their battle ships are very different from those of other species, and are often indistinguishable from one another. When in war they use unconventional strategies and weapons, often winning battles merely by confusing the enemy into surrender.

Nobody truly knows where the Nomads come from, and since they don't have a home world some even believe that they might have come from a parallel universe altogether. They lead solitary lives on board their capital ships, and only ever get in contact with other species when they get in their path.

What their final destination is remains unclear, but they are not going to let anyone stop their endless journey, and they have the technology necessary to ensure that doesn't happen.

Legendary Fleets

- **Children of the Vanished Mist** - This legendary fleet is made up mostly of nomad scientist, which have been exploiting and researching nebular phenomena, almost to the point of becoming addicted.
- **The Forgotten** - Long before the nomad fleets started roaming the stars, the Forgotten took off to explore the galaxy, only to get stuck in a temporal storm which propelled them into the future.
- **Mirage of the Void** - The Mirage of the Void are one of the most peculiar fleets ever to exist, with countless of perfectly identical ships, which cause confusion in their enemies who can't distinguish one from the other.

NOMADS

Ships & Squadrons

Dusk Heavy Ship - 80pts

- **Speed:** Move 4" / Cruise 6"
- **Turret:** Ran 24" / Att 2 / Str 2
- **Defense:** Eva 3+ / Tou 3+
- **Upgrades:** 4

Twilight Medium Ship - 60pts

- **Speed:** Move 6" / Cruise 9"
- **Turret:** Ran 18" / Att 2 / Str 1
- **Defense:** Eva 4+ / Tou 4+
- **Upgrades:** 3

Dawn Light Ship - 40pts

- **Speed:** Move 8" / Cruise 12"
- **Turret:** Ran 12" / Att 2 / Str 0
- **Defense:** Eva 5+ / Tou 5+
- **Upgrades:** 2

Flicker Squadron - 10pts

- **Speed:** Move 10" / Cruise 15"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 5+ / Tou 5+
- **Special:** Jammer, Fragile

Shimmer Squadron - 10pts

- **Speed:** Move 10" / Cruise 15"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 6+ / Tou 5+
- **Special:** Fragile

Heroes

Restless Creator (15pts): Once per round, when a friendly squadron is destroyed, you may place that squadron within 2" instead and remove all damage from it.

Defensive Master (10pts): This ship can't take more than 1 damage at once from a single weapon's attack.

Titles

Instigator (10pts): Friendly ships that target enemies within 6" get +1 to hit.

Protector (5pts): Enemies targeting squadrons within 6" get -1 to hit.

Upgrades

Early Warning System: When activated pick one ship facing, and enemies get -1 to hit against that facing until this ship's next activation.

Gravity Trap Launcher: When activated, place a gravity trap marker within 6". All enemies within 4" of it halve their speed.

System Overrider: When activated pick one enemy squadron within 6", and you may immediately activate and control it once as if it was your own squadron.

Wraith Drive: When using ram actions this ship may move through its target, but does not push it.

Weapons

Splitter Cannon: Ran 12" / Att 1 / Str 2
Counts as having the Blast rule.

Precision Laser: Ran 12" / Att 4 / Str 0
Counts as having the Anti-Squadron rule.

Storm Missiles: Ran 12" / Att 3 / Str 1
May choose to get +2 attacks but count as having the Overheating rule.

Special Rules

Jammer: Friendly squadrons within 4" may move even if engaged.

Legendary Fleets

When creating a fleet you may optionally choose one of the legendary fleets below, which apply special rules to all models.

Children of the Vanished Mist

- **Pros:** One friendly ship counts as having +1 upgrade slots.
- **Cons:** That ship counts as Fragile, and enemies may always pick which upgrades are damaged/disabled.

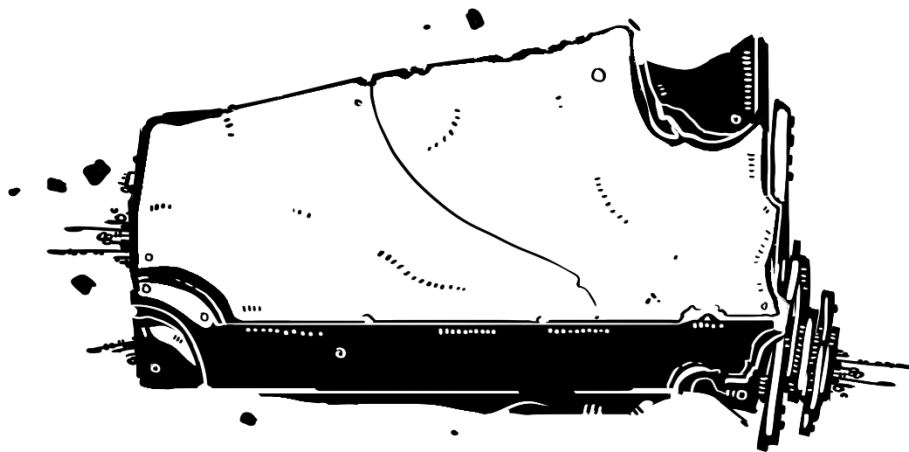
The Forgotten

- **Pros:** Once per round you may count one friendly ship as activated so that you can activate another friendly ship that had already activated.
- **Cons:** Enemies deal +1 damage when targeting friendly ships that were already activated this round.

Mirage of the Void

- **Pros:** When activating ships during their phase, you may always go first.
- **Cons:** All ships in your fleet must be of exactly the same type and with the exact same upgrades.

PROGENITORS



Background Story

The Progenitors are a mysterious faction of lumbering ships that seems to have arrived to the galaxy after having travelled the stars for an eternity. They are hard to classify because nobody has ever actually seen a Progenitor, and the only things that are known about them come from their cryptic communications.

Progenitor ships are hulking giants in odd geometrical shapes, made of extremely resistant materials that can't be found in our galaxy, making them almost impervious to damage. What they lack in speed they make up for in toughness, as well as extremely deadly particle weapons.

Since so little is known about them it's hard to discern exactly what their origins are, but they appear to have come to deliver a crucial message to all species of the galaxy. However, due to their slow nature, it would seem that this message hasn't been fully formed yet, which has lead to many misunderstandings.

They arrived in peace, yet sometimes still attack other factions out of the blue, so no one fully trusts the Progenitor, and that might just lead to everyone's demise...

Legendary Fleets

- **Prismatic Bastion** - Being the first progenitor fleet to be encountered, the Prismatic Bastion has been extensively studied by all species, but unfortunately nobody has been able to shed any light on what message it brings.
- **Abyssal Vanguard** - The Abyssal Vanguard emerge from the darkest depths, a silent fleet that seemingly just drifts through space, never making contact with other species and avoiding all confrontation.
- **Ancient Protectors** - Throughout the galaxy, all of the inhabitants of planets visited by the Ancient Protectors have mysteriously gone missing, making them one of the most feared fleets in the galaxy.

PROGENITORS

Ships & Squadrons

Dodecahedron Heavy Ship - 80pts

- **Speed:** Move 2" / Cruise 3"
- **Turret:** Ran 24" / Att 2 / Str 2
- **Defense:** Eva 2+ / Tou 2+
- **Upgrades:** 4
- **Special:** Hardened

Octahedron Medium Ship - 60pts

- **Speed:** Move 4" / Cruise 6"
- **Turret:** Ran 18" / Att 2 / Str 1
- **Defense:** Eva 3+ / Tou 3+
- **Upgrades:** 3
- **Special:** Hardened

Tetrahedron Light Ship - 40pts

- **Speed:** Move 6" / Cruise 9"
- **Turret:** Ran 12" / Att 2 / Str 0
- **Defense:** Eva 4+ / Tou 4+
- **Upgrades:** 2
- **Special:** Hardened

Prism Squadron - 20pts

- **Speed:** Move 8" / Cruise 12"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 4+ / Tou 4+
- **Special:** Grit, Rogue

Cube Squadron - 10pts

- **Speed:** Move 6" / Cruise 9"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 4+ / Tou 4+
- **Special:** Heavy

Heroes

Ancient Warden (15pts): When this ship activates you may remove 1 damage from one non-disabled upgrade.

Prudent Director (10pts): When taking any damage may transfer 1 damage to a friendly ship within 4".

Titles

Stronghold (10pts): Enemies firing at this ship from 12" or further get -1 strength.

Redemption (5pts): This ship takes no damage from overlapping, and always deals +1 damage when overlapping.

Upgrades

Fortified Bow: Enemies shooting at this ship in its front facing get -1 strength.

Gravity Field: All enemies within 4" halve their speed.

Redundant Shields: Enemies shooting at this ship in its rear facing get -2 strength.

Repair Pods: When this ship is activated roll one die for each friendly squadron within 4" with damage on it. On a 5+ you may remove 1 damage from it.

Weapons

Baryon Gun: Ran 6" / Att 3 / Str 1
Counts as having the Anti-Squadron rule.

Neutron Cannon: Ran 12" / Att 2 / Str 2
May only be fired when holding and counts as having the Deadly rule.

Proton Batteries: Ran 6" / Att 1 / Str 4
Counts as having the Broadside and the Deadly rules.

Special Rules

Grit: May move even if engaged, but enemy squadrons may also move if engaged with it.

Hardened: This ship ignores all strength values as long as it has no damage on it.

Heavy: Takes 5 damage to be destroyed.

Legendary Fleets

When creating a fleet you may optionally choose one of the legendary fleets below, which apply special rules to all models.

Prismatic Bastion

- **Pros:** At the beginning of each round roll one die for each point of damage on friendly ships. On a 5+ you may remove that damage.
- **Cons:** Enemies deal +1 damage to friendly ships that are damaged.

Abyssal Vanguard

- **Pros:** Enemies get -1 strength when shooting at friendly ships that are 12" or further away.
- **Cons:** Enemies get +1 strength when shooting at friendly ships that are 12" or closer to them.

Ancient Protectors

- **Pros:** One friendly ship may always ignore all damage the first time it takes damage each round.
- **Cons:** That ship may only use hold actions during the game.

XENOS



Background Story

The term Xenos has been used to classify a semi-sentient species found in the galaxy, which is made up of all sorts of peculiar biological life forms. These life forms are controlled by central mother ships, which are extremely intelligent and are able to communicate with different species telepathically.

Unlike other factions they employ living ships, which are made up of organic materials and have a will and consciousness of their own. Their fleets are made up of swarms of ships armed with bio-weapons that are extremely effective at penetrating synthetic materials, posing a threat to even the most expensive and advanced military ships.

Whilst many species are scared and repulsed by the Xenos, they are actually very empathic and friendly, looking to trade and collaborate in order to stimulate their own evolution. Because of this, some factions regard them as naive and try to fool them, which usually leads to unnecessarily violent conflicts.

Don't mess with the Xenos unless you want to see the inside of their ships... after being devoured by them.

Legendary Fleets

- **Endless Hunger** - Whilst most xenos are peaceful in nature, the Endless Hunger has been on a killing spree ever since it made first contact, and is the only fleet to be avoided at all cost by every faction.
- **Dread Fleet** - When diplomacy fails, the xenos only need to call upon the Dread Fleet in order to get their opponents to reconsider their position, as nobody dares confront the most horrifying fleet in the galaxy.
- **Void Maw** - The Void Maw consists of uncountable exotic species of bio-vessels, all travelling in unison, and is often contacted by other factions just to admire the beauty of it all, even if it sometimes ends in disaster.

XENOS

Ships & Squadrons

Matriarch Heavy Ship - 60pts

- **Speed:** Move 4" / Cruise 6"
- **Turret:** Ran 24" / Att 2 / Str 2
- **Defense:** Eva 2+ / Tou 2+
- **Upgrades:** 3

Guardian Medium Ship - 40pts

- **Speed:** Move 6" / Cruise 9"
- **Turret:** Ran 18" / Att 2 / Str 1
- **Defense:** Eva 3+ / Tou 3+
- **Upgrades:** 2

Warrior Light Ship - 20pts

- **Speed:** Move 8" / Cruise 12"
- **Turret:** Ran 12" / Att 2 / Str 0
- **Defense:** Eva 4+ / Tou 4+
- **Upgrades:** 1

Parasite Squadron - 10pts

- **Speed:** Move 10" / Cruise 15"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 5+ / Tou 5+
- **Special:** Counter-Attack, Fragile

Tentacle Squadron - 10pts

- **Speed:** Move 10" / Cruise 15"
- **Turret:** Ran 2" / Att 2 / Str 0
- **Defense:** Eva 5+ / Tou 5+
- **Special:** Swarm, Fragile

Heroes

Brood Controller (15pts): When this ship is activated all friendly unengaged squadrons within 4" may immediately move by up to half their move speed.

Tyrant Champion (10pts): This ship gets +4 to hit and +4 strength when attacking enemy heroes with its turret.

Titles

Devourer (10pts): This ship's turret gets the Deadly rule.

Wrecker (5pts): This ship's turret gets the Deadly rule when targeting enemies in their rear facing.

Upgrades

Crushing Maw: When ramming ships roll one die, on a 4-6 deal +2 damage, on a 1-3 deal +1 damage and take +1 damage.

Pheromone Glands: Friendly squadrons within 6" get +1 to hit when targeting enemy squadrons.

Predator Cysts: Turret gets +1 to hit and +1 strength when targeting enemy ships that already activated this round.

Toxin Sacs: Enemy ships attacking this ship from within 4" that deal any damage immediately take 2 damage.

Weapons

Acid Spray: Ran 6" / Att 4 / Str 0
Counts as having the Broadside rule.

Bio-Cannon: Ran 12" / Att 2 / Str 0
Counts as having the Blast rule.

Spike Launcher: Ran 12" / Att 4 / Str 0
Counts as having the Anti-Ship rule.

Special Rules

Counter-Attack: After being shot at by squadrons may shoot back.

Swarm: Gets +1 to hit and +1 strength for each other friendly squadron that is engaged with the target.

Legendary Fleets

When creating a fleet you may optionally choose one of the legendary fleets below, which apply special rules to all models.

Endless Hunger

- **Pros:** Friendly ships deal +X damage when using ram actions, where X is their max. number of upgrades.
- **Cons:** Enemies hit on 2+ when targeting friendly ships that are 12" or closer.

Dread Fleet

- **Pros:** Friendly ships get +1 strength when shooting at targets that are 12" or closer.
- **Cons:** Enemies get +1 strength when shooting at friendly ships that are 12" or closer.

Void Maw

- **Pros:** Whenever a friendly heavy ship is activated, all enemy squadrons within 4" are destroyed.
- **Cons:** Enemy squadrons always deal +1 damage when targeting friendly heavy ships.